

Virtual City, Addendum

A National Center on Unexpected Events in Urban Environments

- ➔ Cities are important, complex and varied
 - 80% of US population lives in metropolitan centers
 - Require shelter, food, medical care, community, ...
 - Cities contain physical infrastructure, utilities, communications networks, a variety of facilities
 - Cities vary in size, density, culture, climate, transportation, industry, ...
- ➔ Understanding their vulnerabilities and how to address them must be done in an interdisciplinary manner using technologically advanced methods
- ➔ A major research/training/tech transfer center is required in order to bring the right parties together



Core Facilities and Activities: Simulation Testbeds

⇒ Physical environments

- Structures, terrain, hazards

⇒ Computer models

- “Super SimCity”, including
 - Physical environment, weather, transportation, utilities, communication, human activity and behavior, disease

⇒ Virtual reality environments

- Special missions and environments

⇒ Decision systems

- For individuals and virtual organizations



Provided Capabilities and Facilities

➞ Competence in simulations of regions and phenomena

- Large-scale, interoperable, multi-day
- Man-in-the-loop
- Decision support technologies

➞ Visualization

- Activity command and control, VR training
- Post-simulation analysis

➞ Hardware

- Sensors
- Design and deployment of prototype systems

➞ Dedicated computing infrastructure

- Augmented by Grid connections to auxiliary centers & SC centers
- For real-time and faster than real-time simulation/visualization
- Secure networking

➞ Appropriate physical environments

- Structures
- Terrain
- Equipment



Simulation Is at the Core of Center Research and Experimentation

⇒ Computer science, e.g.,

- Visualization and UI
- Artificial intelligence
- Computational Grid
- Networking, wired and wireless
- Automated forces, agents

⇒ Engineering, e.g.,

- Sensors and other monitoring technology
- Transportation efficiency

⇒ Social science, e.g.,

- Decision-making strategies
- Regulatory structure
- Organizational structures
- Risk assessment

⇒ Interdisciplinary, e.g.,

- Human/virtual organizational behavior
- Systems integration



...Basis for Policy, Education, Training, Tech Transfer, Response Infrastructure

- ➔ Policy advising
- ➔ Academic study and K-12 teaching
- ➔ Planning and policy making
 - For disasters and general urban planning
- ➔ Post-event analysis
- ➔ Unified situation understanding
- ➔ Tech transfer:
 - Industry consortium,
 - company incubation
- ➔ Identification and evaluation of proposed:
 - Technologies
 - Response plans
 - Strategies for resource allocation
- ➔ Disaster response exercises/training



Potential Partners

➔ Urban centers

- Major: New York, Los Angeles, Washington
- Minor: smaller, heartland cities

➔ Academic participants

- ISI, other USC, Cal IT**2, Virginia Tech, UCLA, ...

➔ Government

- FEMA, EPA, NIJ – Justice Programs
- California Office of Emergency Management
- LA County Office of Emergency Management
- City government and local law enforcement

➔ Industry consortium including, e.g.,

- Candle, Sun, HP

